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4315 Sierra Vista
San Diego, CA 92103



CATALOG & TIP BOOK

AND GUIDE TO MORE ENJOYMENT FROM YOUR

APPLE II

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JRUM

HELLO APPLE PERSON:

Welcome to TIP BOOK #2! Based on the success and experiences of Tip Book #1, this issue has evolved to fewer ads, better prices (yes!), more tips, and many more AppleSoft listings than before, since good old Integer seems to be making a quiet exit.

In case you're new here, Beagle Bros was **INTL**ed way back in 1980 as strictly an Apple software mail order business. We have since expanded to dealer distribution (and business is **JUMPING**, thanks!). If your Apple dealer doesn't handle our stuff, get on his case!

By the way, if you like the concept of these Tip Books, you will undoubtedly enjoy our 36-page DOS BOSS BOOK, which comes with our new Apple utility disk, Dos Boss. You'll find a nice meaty collection of all new Beagle Bros Apple tips and experiments along with some really revealing documentation.

Since our mailing list is still our bread, if not our butter, we would like to have your name, etc., so we can notify you of new software and upcoming publications (Tip Book #3 can't be that far off!). If you have already received something from us by mail, we've probably got you on disk somewhere, but would still appreciate any comments or suggestions.

Please send us the following as soon as you get a chance:

- >> Your Name, Address, etc.
- >> What Beagle Bros products have you purchased?
- >> What new TYPES OF PROGRAMS would you like to see us offer?
- >> What computer magazines do you read?
- >> Any other comments-- you help us, and we'll help you!

Thanks!

Bert Kersey
Bert Kersey
Beagle Bros

**Number
TWO.**



Beagle BrosTM
MICRO SOFTWARE

CATALOG & TIP BOOK APPLE II

AND GUIDE TO MORE ENJOYMENT FROM YOUR

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● The Beagle Bros. Staff ●



Al Gorlith



Len Adollar



Flo Chart



Tex Window



C.Ray Tube



I.O.Socket



Max Files



Minnie Assembler



J.Modulo DeBug

VISI-SORT



Alphabetizing is no big deal for Applesoft. You can compare strings just like you compare numbers. **PRINT "FISH"** < **"STICKS"** (return) will produce a "1", meaning "true" ("fish" is lower in the alphabet than "sticks"). Here is a clunky little sorter that lets you see each step of its sort. Try it with a dozen words or so at first.

```

20 DIM A$(255):D$ = CHR$(4)
30 TEXT: HOME: INVERSE
40 PRINT "VISI-SORT": TYPE "TO QUIT"
50 PRINT: POKE 34,22
60 REM == GET WORDS ==
70 I = 1
80 PRINT "WORD #":I;"->"
90 HTAB 13: PRINT "":A$(I)
100 HTAB 12: INPUT "":A$(I)
110 IF LEFT$(A$(I),1) = "*" THEN 140
120 GOTO 70
130 REM == SORT ==
140 A$(I) = "-----": PRINT
150 N = 1: TEXT: HOME
160 X = N: IF N > 22 THEN X = 22
170 F = 0: I = 1
180 VTAB 2: FOR J = 1 TO X: HTAB 5: PRINT
190 A$(J): SPC(9): PRINT: NEXT
200 IF A$(I) < A$(I + 1) THEN 230
210 T$ = A$(I + 1)
220 A$(I) = A$(I + 1)
230 A$(I + 1) = T$: F = 1
240 IF F = 1: IF I < N THEN 190
250 REM == PRINT LIST ==
260 VTAB 1: POKE 34,22
270 PRINT "ALPHABETICAL LIST": PRINT "----"
280 FOR X = 2 TO I
290 PRINT SPC(X) < 11: X = 1
300 PRINT "":A$(X): NEXT
310 PRINT: PRINT D$: "PR#0"
320 FOR J = 1 TO 999: NEXT
330 PRINT: VTAB 24: PRINT " (TO PRINT,"
339 TURN ON PRINTER: & GOTO 999: POKE
2039,169
340 TEXT: VTAB 23: I END
999 HOME: PRINT: GOTO 260

```

If you don't have anything better to do, alphabetize numbers spelled out ("one", "two", "three", etc.). It gives a good old number 8 a new priority!

USER OPTIONS

In Applesoft, there are different ways to say the same thing—

This...

```
LET X = 7
```

```
IF X > 0 THEN PRINT
```

```
IF X = 0 THEN END
```

```
IF X=8 THEN GOTO 10
```

```
IF X=2 THEN INVERSE
```

```
?2+2
```

```
PRINT "HELLO."
```

```
NEXT X
```

is the same as...

```
X = 7
```

```
IF X THEN PRINT
```

```
IF NOT X THEN END
```

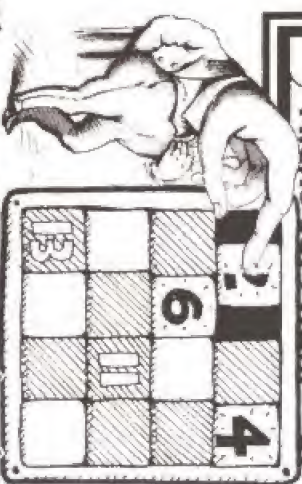
```
IF X = 8 THEN 10
```

```
POKE 50,255-192*(X=2)
```

```
PRINT 2+2
```

```
PRINT "HELLO."
```

```
NEXT
```



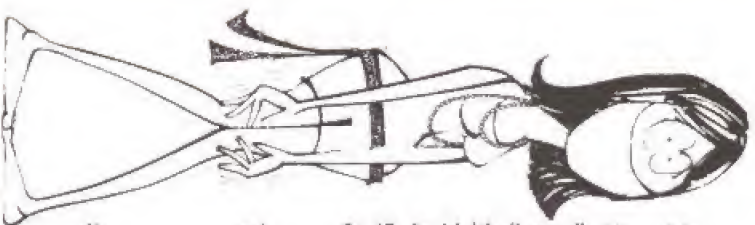
Slippery Digits

Remember your old 15-numbered Whatchamacallit with the sliding numbers? Wait till you play with a computerized one! Completely keyboard controlled, Slippery Digits features full-color graphics and different degrees of difficulty, complete with music signals when you're on the right track and disappearing numbers when you're not! Each level's scores are kept in memory so players can compare their skills. Not as easy as it might seem. Slippery Digits is a proven winner for all ages!

Part of GAME PACK #3

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17



LIST

10 REM

=====

=====

20 HOME

30 I1 = 1

40 I1 = I1

50 VTAB I1: INPUT "INPUT:";I\$

60 I1\$ = "INPUT:" + I\$: FOR I = 1

TO LEN (I1\$):I1\$ = MID\$ (

I1\$,I,1)

70 VTAB I1: HTAB I1: PRINT I1\$: VTAB

I1 + 1: HTAB I1: PRINT CHR\$

(32); IF I1\$ = CHR\$ (73) THEN

VTAB I1 - 1: HTAB I1: PRINT

CHR\$ (46); VTAB I1 + 1

80 I1 = PEEK (36) + 1:I1 = I1 +

2 * (I1 = 1 AND I > 1): NEXT

FILE ARRANGER

If you are creating a disk where you want files in a certain order in your catalog, you normally have to SAVE files in the order you want them. Not so with Beagle Bros.' File Arranger! First, INIT a new disk. Then type and RUN this...

LIST

10 D\$ = CHR\$ (13) + CHR\$ (4): REM

(Carriage Return + CTRL-D)

20 FOR FILE = 1 TO 15

30 PRINT D\$;"SAVE A";FILE

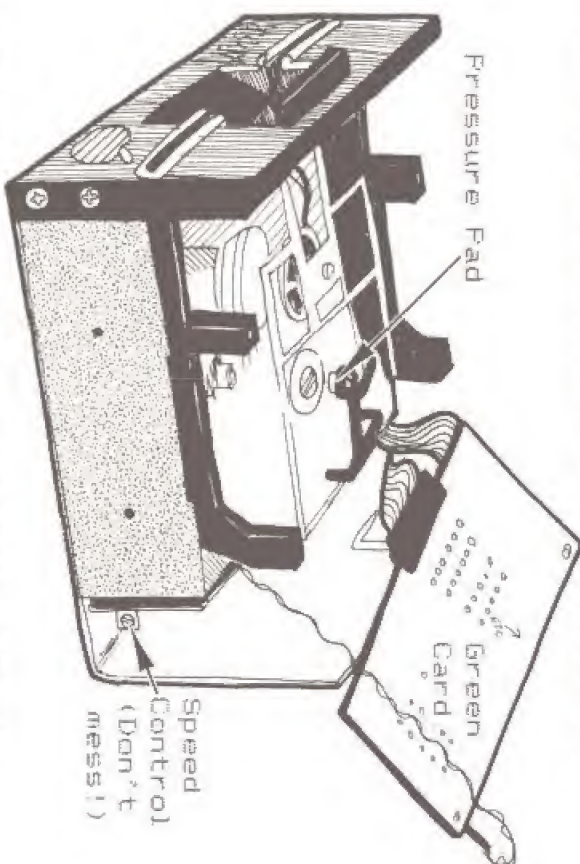
40 NEXT FILE

50 END

Now your catalog shows files named A1 through A15 (or as many as you want). Now, to place a file at any position, say position A7, just LOAD PROGRAM from another disk, DELETE A7 from the new disk, and SAVE PROGRAM. It will appear in your catalog at position A7! Enter all of your other files where you want in the same manner. When you are finished, you can simply DELETE all of the A-numbers that are remaining, or RENAME them "A" or "^^^" as separators. The DOS BOSS BOOK (comes with our DOS BOSS program) describes many more file name tips and tricks including how to put blank file names in your catalogs.

SQUEEKY DRIVE?

If your disk drive is driving you up the wall with a squee-eee-ek as it does its thing, it probably has a worn pressure pad. If you're good at taking things apart (aren't we all?) AND getting them back together properly (we aren't all), take the four Phillips screws out of the bottom of your drive and slide off the metal case. Remove the two Phillips screws that hold down the horizontal green board inside. CAREFULLY unmount the green board (watch what you're doing; you have to put it BACK!). It will



remain connected to the drive by wires. Now, insert a disk in the drive and close the drive door. You will see the pressure pad (a little cottony thing about 1/4" in diameter mounted on the end of a black arm) on top of the oval slot of the disk. Turn the pressure pad's black screw about a QUARTER TURN. This should rotate it just enough to stop the squeaking. Or you can fluff the pad up with a screwdriver or something. **WARNING:** All of the above will undoubtedly void your warranty if anyone finds out what you've done... but it's YOUR equipment, right?

If you mess up your drive, forget where you read this.

While you've got the cover off, watch your drive work; it's fun! INIT a disk, DELETE some files, CATALOG, etc., and watch the pressure pad move. The read/write head is directly under the pressure pad contacting the BOTTOM of your disk. Disk drives are indeed amazing.

WARNING: Never pour creme soda in your disk drive.

CASSETTE USERS TIP-OF-THE-YEAR

Buy a disk drive.

dos boss

DISK COMMAND EDITOR

by Bert Kersey & Jack Cassidy

NEW BEAGLE BROS.
DISK + BOOK
UTILITY PACKAGE!

Dos Boss is an extremely versatile, easy-to-use Apple utility package that will customize your disk system and personalize your personal computer! Here are just SOME of Dos Boss's useful features—

Rename DOS Commands by simply entering the command you want changed (say "CATALOG") and your new command (say "CAT"). Now "CAT" will catalog your disks. Other changes are just as easy...

Change the Disk Volume heading to anything you want; your name, disk title or code; with or without the Volume Number. Inverse, Flash or Normal! **Save-Protect your programs!** An unauthorized copy attempt will produce a "NOT COPYABLE!" message.

One-key program selection! Run programs by pressing only the key indicated on the screen. Instant free-space on disk with one key too! **Customized Catalogs!** Create multi-columned catalogs that fit more file names on the screen. Catalog only the file-types you want (A, J, B and/or T). Omit or alter sector numbers and language codes too!

Rewrite Error Messages! "SYNTAX ERROR" can be "TRY AGAIN!" or "NO COMPRENDE"; "DISK FULL" can be "BURP!" ... anything you want!

All of DOS BOSS's change features may be appended to any of your programs, so that anyone using your disks on any Apple (booted or not) will be formatting DOS the way you designed it!



Plus the DOS BOSS BOOK!

36 pages of valuable Apple info! An excellent learning tool covering all DOS BOSS features PLUS a new collection of Beagle Bros. Apple tips & tricks; a great companion to our Beagle Bros. Apple Tip Book (also included free!).

Inside the DOS BOSS BOOK:

- Discover some strange Apple bugs!
- Put Inverse REM Statements in your listings!
- Two-sided Apple disk tips!
- Make your programs un-lisstable!
- Custom-format your catalogs!
- Change DOS with some creative POKING!



ORDER FORMS
ON PAGE 17

SECRET DE-CODER

Uncle Louie just came up with an advantage **to** NOT having a lower-case chip in your Apple. If your Apple is upper-case only, try this Applesoft program:



```

10 TEXT : HOME
20 VTAB 22
30 PRINT "TO REVEAL THE ANSWER,
   MOVE THE CURSOR->."
40 VTAB 5: PRINT "QUESTION:"; PRINT
   "-----"
50 PRINT "HOW DO YOU GET DOWN
   OFF OF AN ELEPHANT?"
60 VTAB 9: PRINT "ANSWER:"; PRINT
   "-----"
70 ANS$ = " YOU DON'T; YOU GET
   DOWN OFF OF A DUCK!"
80 GOSUB 90: VTAB 10: END
90 VTAB 11: HTAB 2
100 FOR LTR = 1 TO LEN (ANS$)
110 ASKY = ASC ( MID$ (ANS$,LTR,
   1))
120 IF ASKY < 64 THEN ASKY = ASK
   Y - 32
130 PRINT CHR$ (ASKY + 32);
140 NEXT LTR: RETURN

```

Tracing over the answer with the arrow keys spells it out one letter at a time! Create your own quizzes!

MULTI-STATEMENTS

In Applesoft, you can type multiple commands in immediate mode separated by colons. For example:

HOME: INVERSE: VTAB 10: PRINT "FUB FUB"

It doesn't work so well with some DOS commands, though. Try this, then catalog your disk:

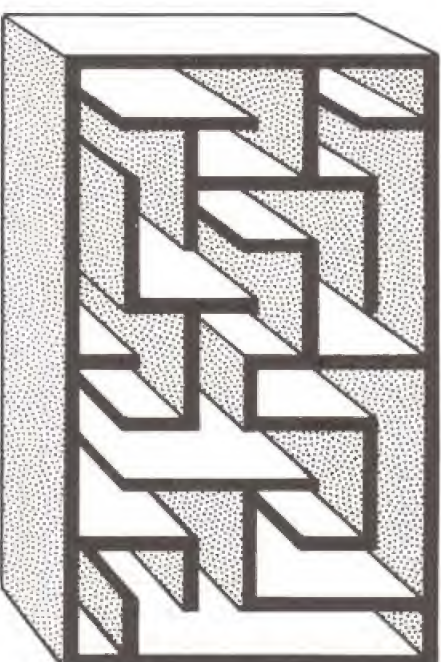
SAVE PROGRAM: DELETE PROGRAM

WHO ARE THE BEAGLE BROS.?

Apples from all over the world have written and asked who the Beagle Bros. really are and how we got our start in the software business. Well, it was quite by accident, really. Just before the war, we bought a full-blown

continued on page 255 (\$FF)

Beagle™ Bros
MICRO SOFTWARE



Wowzo!

Beagle Bros' real-time Apple maze game!

Each player moves his or her own name through a constantly-changing maze towards five targets. Maze gates are opened and closed through keyboard commands to gain access to targets or to strategically block an opponent. All moves are time-limited to keep the game moving. Players input the game clock's speed as well as their names, abilities and target information to make each game unique. Your Apple adds its own touches with extensive sound effects, an animated clock and a constantly visible scoreboard. All move and gate commands are presented with player names and move/gate requests.

Wowzo is a strategy game you can grow with. Add it to your Apple library!



Part of GAME PACK #2
BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17



Four great magic tricks on one program—

These four tricks, with a little help from you, will have them rolling on the rug. About the time they suspect that you (of all people) have something up your cuffs and have been pulling some fast ones with your Apple (which you have), you turn it over to an audience member and the computer still does the impossible! Four tricks are included—

- 1. PLENTY-QUESTIONS:** Think of an object; the computer asks some key questions; the computer tells you what your object is. A real cage-rattler!
- 2. CARD SCANNER:** The computer reads cards through the TV screen. Just press any playing card against the screen and watch it work!
- 3. NEXTWORD:** Audience members test their wits on this one. Can they figure out what the Apple is up to? Most can't. Only you know its secret.
- 4. 21 NUMBERS:** An Apple switch on a mix-'em-up card trick that never fails!



Part of GAME PACK #3

BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17

WHY DOES THIS DO THIS?

LIST

```
10 HOME
15 SPEED= 200
20 FOR N = 0 TO 1 STEP .001
40 PRINT "N = ";N
50 NEXT N
55 SPEED= 255
```

MISSING CHARACTER DEPARTMENT

When they designed the Apple keyboard, they forgot to print the] above the M. If you want to type a], type a shift-M.

EASY RUNNER

To run, brun, load, blood, exec, save, bsave, delete, verify, lock or unlock (whew!) a program from the catalog without having to type the program's name, simply move your cursor up the left margin (with esc-D or esc-L),

DISK VOLUME 123

```
*RUN OLD-RECIPES (RETURN)
*1 075 STAR BORES
**A 033 DATA BASE
**T 011 MAIL FILE
**T 041 KLUGE FILE
**A 024 NOISES
**A 041 ETC.
]
```

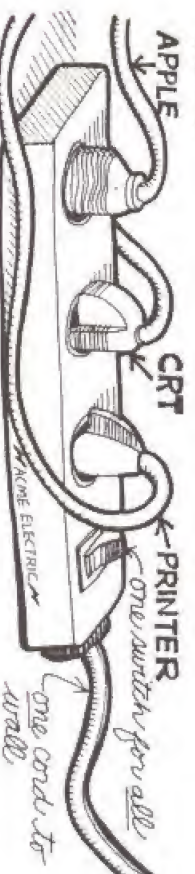
type RUN (or whatever), TRACE OVER the file name with the right arrow and the rept key and hit return. Guaranteed no spelling errors!

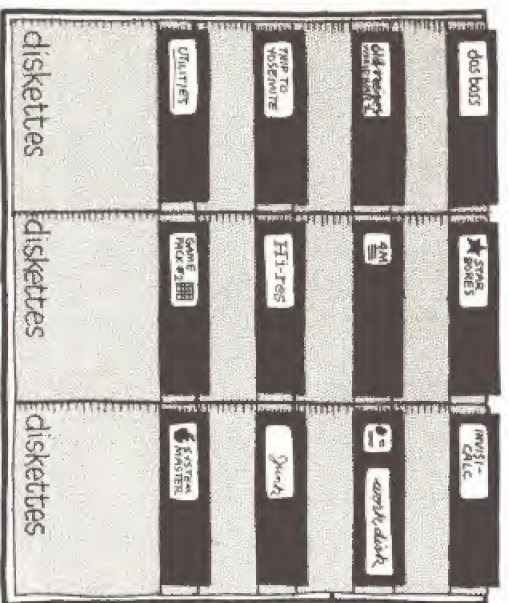
DE-WINDOW

To set your Apple text window to normal, you could type "POKE 32,0: POKE 33,40: POKE 34,0: POKE 35,24". Or you could type "TEXT".

MULTI-PLUG

Tired of having to turn on your Apple, your monitor AND your printer every time you power up? Why not buy a multiple outlet box with a power switch? Then you can set everything into action with one switch. You won't have to remember to turn everything OFF either. One switch does it all!





Mount on
Peg Board or
Poster Board.

DISKRACK

Tape or glue a bunch of disk sleeves together and mount them on a board for a handy disk rack. This way, all of your most commonly-used disks are always findable and reachable!

NO-TEAR SLEEVES!

Next to creating shape tables, one of the hardest things to do is tear up a disk sleeve! Try it sometime. Certain ones (3M & BASF for example) are made of special no-tear paper. Extensive research by an independent testing lab shows that no one knows why.

2-SIDED DISKS

No problem. Just punch a write-protect notch with a 1/4" punch directly opposite the existing notch. Then INIT the new side of the disk.

BUT: Most don't.



DISK BOXES

Here's another tasty way to store your disks. Use the ten-disk boxes with the lids removed and store your disks sorted by category. Labels on the sides of the boxes finish things off nicely.

PERPETUAL A Contest!

O.K., Gang, our Uncle Louie only has an 0.6K Apple and needs some programs for it. So here's a contest—Let's help him out!

RULES: Programs must be written in Applesoft or Integer BASIC only, and be NO LONGER THAN TWO PROGRAM LINES. There is no limit to the number of multiple statements on or length of each line, as long as we can type them and not get a "*** TOO LONG ERR" message. Please submit legible copy. Nothing can be returned.



Programs will be judged on ...

(a) how impressive the program is when run.
Decisions of the Beagle Bros. judges is semi-final (Uncle Louie gets the last say).

PRIZES:

- 1st PRIZE: Dos Boss or any Game Pack
- 2nd PRIZE: Dos Boss or any Game Pack
- 3rd PRIZE: Dos Boss or any Game Pack
- 4th-9th PRIZES: Haven't decided.
- 10th PRIZE: Uncle Louie

The most impressive 2-liners will be printed in our next printing.

Here are a couple of 2-liners we found in an old trunk in the attic:

```

1 LIST
1 POKE -16304,0: POKE -16302
  0: REM APPLESOFT
2 PRINT PEEK (-16384) -192:
  6010 2: REM HIT ANY KEY TO
  OPERATE.

```

```

1 LIST
1 DIM A$(80): A$="ABCDEFGHIJKLMNOPQRSTUVWXYZ
  RSTUVWXYZABCDEFGHIJKLMNPOQRSTUVWXYZ"
  XYABCEFGHIJKLMNOPQRSTUVWXYZ
  : POKE -16304,0: POKE -16302
  0
2 B=B+1: IF B>35 THEN B=1:A=A+
  1: FOR I=1 TO A/9: PRINT
  : NEXT I: PRINT A$(B,10)
  : 6010 2: REM INTEGER

```

and last year's LOSER...

1 LIST

```

1 POKE 33,99
2 PRINT CHR$(4);"CATALOG"

```



DOs 3.2?

3.3 VS. 3.2

If you recently purchased your Apple disk system, it is the newer 16-sector "3.3" version which has replaced the old 13-sector "3.2" (actually "3.2.1") version. "3.2" and "3.3" are just stuffy ways of saying version 2 or version 3 or whatever. The same guy probably named these that named "MUFFIN" and "FID" 3.3 has one basic advantage over 3.2; you can get more data on a disk; period. Anyway, as a 3.3 user, you will undoubtedly encounter software programmed in 3.2. There are two ways you can probably use this software on your system—

1. MUFFIN it onto a 3.3 disk to make a permanent usable copy.
2. BRUN BOOT13. Then boot the 3.2 disk (necessary on uncopyable disks).

The best of both systems is to have both systems. You can use BOTH 3.2 and 3.3 controller cards in your Apple. Then you have your choice of DOS's. If you have the Auto-Start ROM, the higher numbered slot will attempt to boot when you power up, so put your most commonly-used DOS in slot 6 and the other one in slot 5. To boot from slot 5, hit reset and do a PR #5. We use both cards as described here, and occasionally have problems like the dreaded I/O ERROR when using a 3.2-connected drive while operating in 3.3. Vice versa, not so.

DE-MUFFIN

You die-hard 3.2 users will want to use 3.3 software. Several "De-Muffin" (or "NIFNUM") programs have been published. Check recent back issues of Nibble (vol. 1, no. 8 and vol. 2, no. 2). One of the first things to de-Muffin is the 3.3 FID program (DIF?); handy to have around in any format. (Note: in 3.2 FID, Free Space on Disk will read high by 93 sectors.)

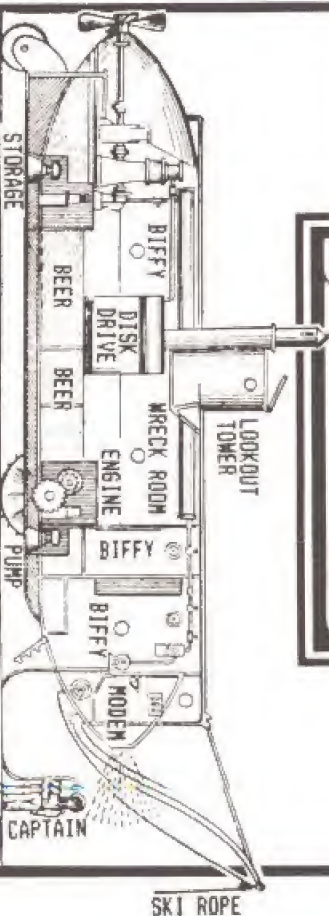
3.2 STICKERS

Apple gives you a bunch of 16-sector disk stickers with various products. What you really need are 13-SECTOR stickers for those few 3.2 disks you have, right? You can buy nice little round blank stickers from the stationery store, any color you want. Mark them with 13'S or 3.2's and you've got it!

OR cut these out and tape them on:

3.2 3.2 3.2 3.2 3.2 3.2
3.2 3.2 3.2 3.2 3.2 3.2
3.2 3.2 3.2 3.2 3.2 3.2

Beagle Bros™
MICRO SOFTWARE



Sub Search

Find the invisible subs on your Apple color graphics scope before your oxygen and fuel run out!! Use your deep-sea scanner switch and watch for the blips that give clues to each sub's whereabouts. A scan-tracer shows you where you have looked, and if you are unable to locate all subs, the computer reveals their locations in comparison to where you have searched. A final score printout lets you compare your success with others.

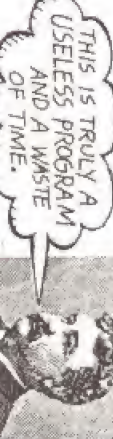


Part of GAME PACK #1
BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!
ORDER FORMS ON PAGE 17



LIST
10 REM
=====

HANDY-WIPE
=====



20 LD = 1:HI = 24:S = LD
30 LIST : LIST
40 FOR I = LD TO HI STEP S
50 INVERSE : VTAB I
60 PRINT SPC(40): NORMAL
70 VTAB I: CALL - 868: NEXT
80 X = LD:LD = HI:HI = X
90 S = S * - 1: GOTO 30

Game Pack #1*



1. **TextTrain:** Race the on-screen clock with your text-format video. "Height train." Real-time track switching & coupling simulations, hours of fun!
2. **Sub Search:** Find & capture the invisible enemy subs on your Apple color graphics screen!
3. **Pick-a-Pair:** A colorful Apple party game for all ages and skill levels! Uncover and remember the hidden graphics symbols to score big & win!

Game Pack #2*



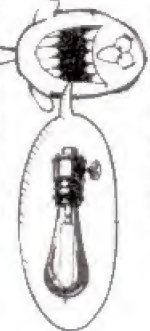
1. **Wowzo:** Our challenging changeable maze game! Capture targets in a flexible maze, and outmaneuver your opponent before time runs out!
2. **Elevators:** Keyboard control 4 elevators at one time in your CRT skyscraper. You'll need a computer to solve this one!
3. **Quick-Draw!** You command two colorful gunmen who shoot it out on your Apple screen!

Game Pack #3*



1. **Magic Pack:** Four mind-bending tricks in one fantastic Magic Show! Only you and your Apple know how to perform these amazing feats!
2. **Slippery Digits:** A challenging & colorful number-action game for all ages. A great demonstration of your Apple's capabilities!
3. **Ohnk!** A nerve-racking sound-enhanced video dice game with unpredictable results and lots of laughs!

Game Pack #4*



1. **Buzzword:** A comical story-creator with endless possibilities. 5 changeable stories in memory plus a fascinating "Create Your Own Story" program!
2. **Triple Digits:** A thinker's game with numbers. Score in four ways and outfox your opponent!
3. **Corn Game:** A kids' guessing game involving 3 farm animals and endless supply of corn!

dos boss

DISK COMMAND EDITOR

by Bert Kersey and Jack Cassidy

DOS BOSS is an extremely versatile, easy-to-use Apple utility package that will customize your disk system and personalize your personal computer! Here are just SOME of Dos Boss's useful features—

Rename DOS Commands by simply entering the command you want changed (say "CAT"). Now "CAT" will catalog your disk. Other changes are just as easy.

Change the "Disk Volume" heading to anything you want, your name, disk title or code, with or without the Volume Number. Inverse, flash or Normal!

"Save-Protect" your programs! An unauthorized copy attempt will produce a "NOT COPIABLE!" message.

One-key program selection! Run programs by pressing only the key indicated on the screen. Instant free-space on disk with one key too! **Customized Catalogs!** Create multi-columned catalogs that fit more file names on the screen. (Catalog only the file-types you want (A, I, B and/or IT). Omit or alter sector numbers and language codes too!

Rewrite Error Messages! "SYNTAX ERROR" can be "TRY AGAIN!" or "NO COMPANIES!". "DISK FULL" can be "BUP!"... anything you want!

All of **DOS BOSS's** change features may be appended to any of your programs, so that anyone using your disks on any Apple (booted or not) will be formatting DOS the way you designed it!

Plus the DOS BOSS BOOK! 36 pages of valuable Apple info! An excellent learning tool covering 3 all DOS BOSS features PLUS a new collection of Beagle Bros. Apple tips & tricks, a great companion to our original Beagle Bros. Apple Tip Book (also included free!)

- Inside Three DOS BOSS BOOK
- Discover some strange Apple bugs!
- Put inverse IBM statements in your ratings!
- Two-sided Apple disk tips!
- Make your programs unshakable!
- Custom-format your catalogs!
- Change DOS with creative FORKING!

DOS BOSS 3.2 or 3.3 AppleSoft



Beagle Bros
MICRO SOFTWARE

4315 Sierra Vista, San Diego, CA 92103

ORDER FORM

Note: All Beagle Bros. games are available on AppleSoft disk or cassette for \$14 each. ... OR on disk only in the \$24 Game Packs listed here (no substitutions, o.k.?). You get all three games PLUS at least two small bonus programs on one disk, a new Command Chart and our latest Tip Book (lots of good Apple stuff, a REAL bargain!).

Check DOS: ☐ 3.2 (13 sector) ☐ 3.3 (16 sector)

Check:

☐ DOS BOSS and the DOS BOSS BOOK \$24.00

☐ GAME PACK #1 \$24.00

☐ GAME PACK #2 \$24.00

☐ GAME PACK #3 \$24.00

☐ GAME PACK #4 \$24.00

☐ PLOTTING PAD \$4.00
☐ COMMAND CHART \$2.50
(FREE WITH DISK OR CASSETTE PURCHASE)

Sub Total \$
If over \$47.99, SUBTRACT 10%
+ 6% California Sales Tax +
Shipping (check one) +
☐ First Class (\$1.50)
☐ UPS (\$2.50)

TOTAL \$



Mail to: BEAGLE BROS.
4315 Sierra Vista
San Diego, CA 92103
Or phone: (714) 296-6400

ORDER FORM

Note: All Beagle Bros. games are available on AppleSoft disk or cassette for \$14 each. ... OR on disk only in the \$24 Game Packs listed here (no substitutions, o.k.?). You get all three games PLUS at least two small bonus programs on one disk, a new Command Chart and our latest Tip Book (lots of good Apple stuff, a REAL bargain!).

Check DOS: ☐ 3.2 (13 sector) ☐ 3.3 (16 sector)

Check:

☐ DOS BOSS and the DOS BOSS BOOK \$24.00

☐ GAME PACK #1 \$24.00

☐ GAME PACK #2 \$24.00

☐ GAME PACK #3 \$24.00

☐ GAME PACK #4 \$24.00

☐ PLOTTING PAD \$4.00
☐ COMMAND CHART \$2.50
(FREE WITH DISK OR CASSETTE PURCHASE)

Sub Total \$
If over \$47.99, SUBTRACT 10%
+ 6% California Sales Tax +
Shipping (check one) +
☐ First Class (\$1.50)
☐ UPS (\$2.50)

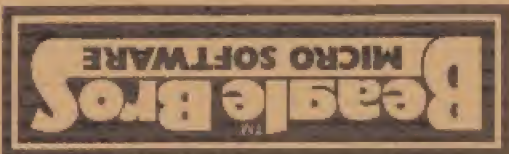
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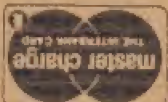
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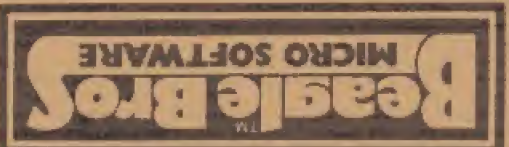
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☐ Personal Check
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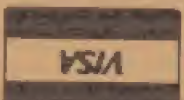
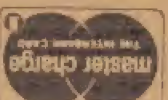
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SIGNATURE _____

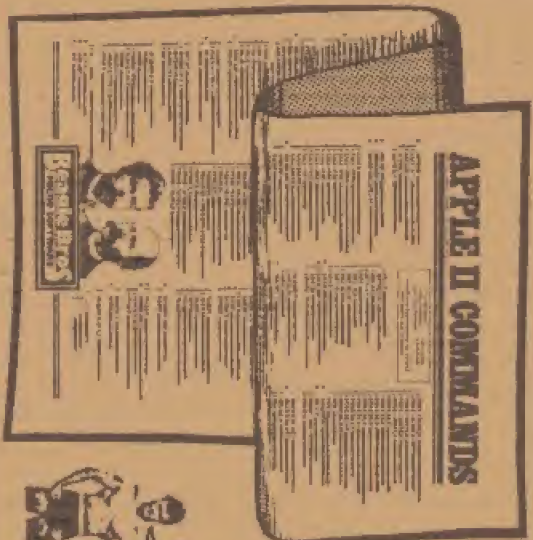
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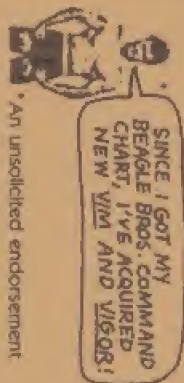
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**BEAGLE BROS.
 COMMAND CHART
 INCLUDED WITH
 EACH ORDER!**



*An unsolicited endorsement.

Beagle Bros. Command Chart!
 Hey! With each Beagle Bros. game order, you will receive a
 copy of our super-handy Apple II COMMAND CHART! This
 11" x 17" heavy duty poster contains an alphabetical display
 of all AppleSoft, Integer, and Disk commands and their
 functions; all in the same place at the same time (Hooray!)

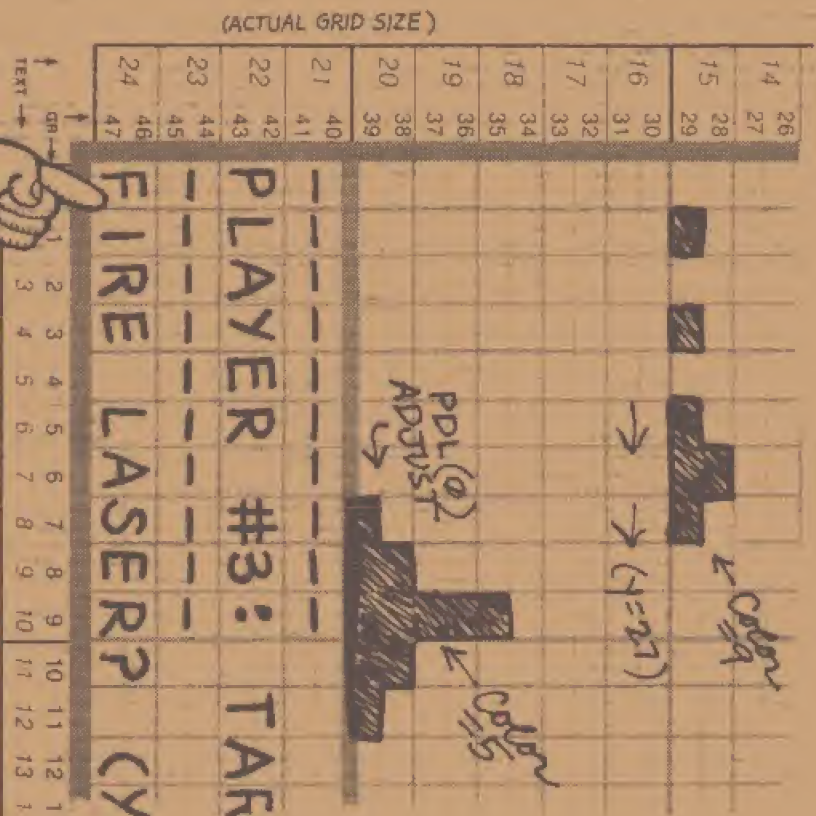


STATEMENT OF QUALITY:

Our software is FUN to use
 and always comes with a lot of
 good useable Apple information.

AND it won't take you
 forty-seven weeks to get
 it if you order by mail.



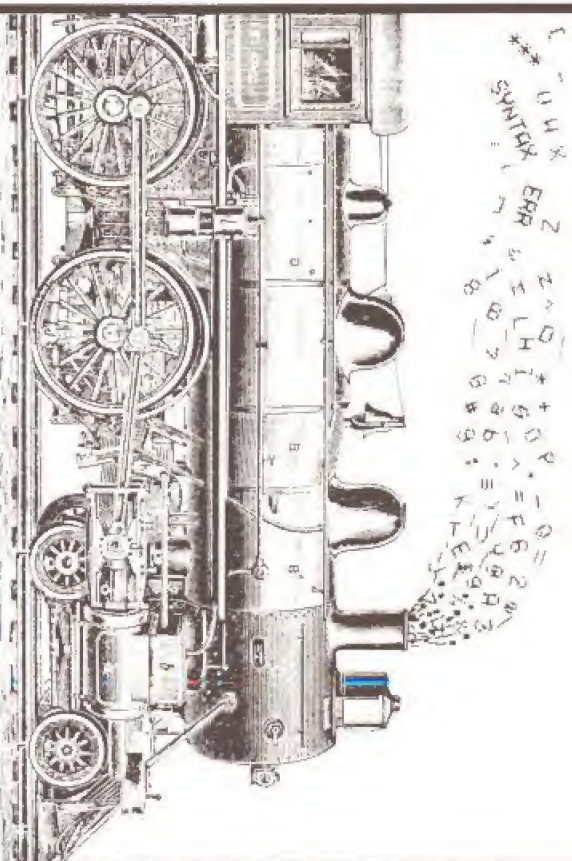


BEAGLE BROS. LO-RES/TEXT Plotting Pads!

- ★ Now you can accurately pre-plan your text and graphics screen layouts on Beagle Bros.' custom Apple graph sheets! Exact relationships between your GR plots and TEXT characters can be planned prior to programming with guaranteed results!
- ★ You can create lo-res drawings precisely to scale without the distortion and confusion that results from using normal graph paper.
- ★ Each text grid is divided into its two graphics plotting points and appropriately numbered for both modes for quick reference—VTAB 1-24, TAB/HTAB 1-40, GR 0-39 & 0-47.
- ★ Printed in non-repro blue on 8½x11 stock

ORDER FORMS ON PAGE 17

★ 30 sheets per pad
\$4.00 each



TextTrain

For all you ELECTRIC TRAIN fans, here's TextTrain! You completely control a text-format freight train on your Apple's video layout! Forward, reverse, track switches, coupling & uncoupling, the works! Switching and coupling strategies become critical as you are timed by an on-screen clock while you attempt to couple together a pre-defined trainload of goods. A Freight-On-Board chart constantly updates your cargo.

If you avoid a game-ending collision and complete your assignment, your train will be inspected ~~and~~ your time recorded and posted for comparison on future tries. For one or more players, this one will keep you up till next Wednesday!



Part of GAME PACK #1

BEAGLE BROS. COMMAND CHART INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 177



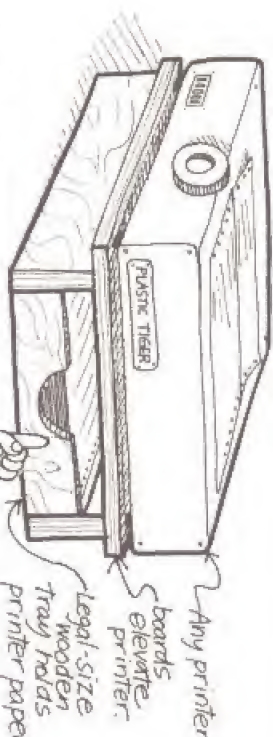
COME AGAIN?

Many of us learn Computereze by **READING** and don't know how to pronounce certain words. Like . . .

"DOS" rhymes with "boss".

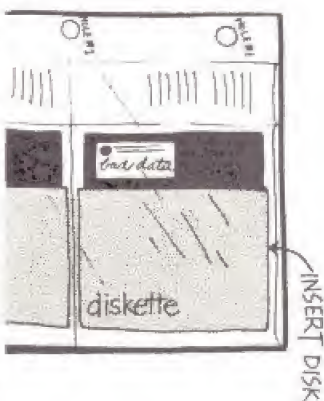
"Modem" rhymes with "rode 'em".

"Eprom" doesn't rhyme with anything. In fact, no one has ever said "Eprom" out loud.



ACME PRINTER STAND

Uncle Louie built this dandy printer stand for our printer. Maybe it will work for yours.



EASY INSERT

If you use three-ring vinyl inserts to store your disks, you may think you have to remove each disk from its protective sleeve for it to fit in the page pocket. Have you tried inserting the disk plus sleeve in the pocket **SIDEWAYS**? It works **AND** gives your disks double protection. Now you know what to do with all of those extra disk sleeves!

HUMUNGOUS TIP BOOK

Buy the **APPLE II USER'S GUIDE** by Lon Poole. We don't sell it, but Osborne/McGraw-Hill does (and they're not paying for this plug). Ask for it at your computer store. 385 pages of all kinds of excellent Apple information for around \$15. Don't think about it, **BUY IT!** You'll be glad you did.

SPLIT SCREEN LIST

POKE 34,5: LIST (return) will freeze the top five lines on the screen as you list. The 5 can be any number, 1-23, of course. Very handy in many circumstances. Reset will normalize things.

SAVE/1 SAVE/2 SAVE/3 . . .

Make progressive back-up copies as you program, but give each a different name (**PROGRAM/1**, **PROGRAM/2**, etc.). That way, you can back up a step or two if some permanent damage occurs. A new save every ten minutes or so is a good idea.



Pick-a-Pair

Pick-a-Pair is Beagle Bros' version of the old "Concentration" matching game. Apple-fied and ready to play. Match the symbols behind the numbers to score. Beeps, buzzes and players' names enhance the scorekeeping, and full-color graphics and no-return keyboard input, makes this an easy-to-play, **FUN-to-play** computer game.

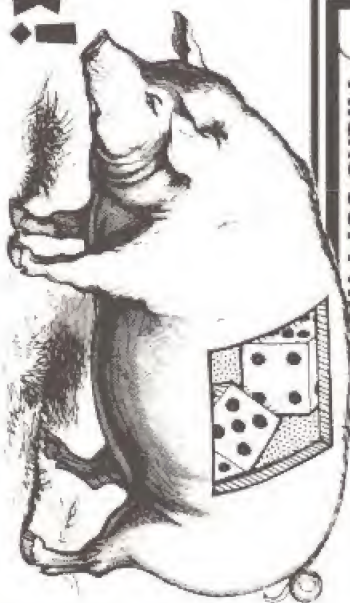
A great Apple demo game for non-computerers (you have noticed **THEM**, haven't you?).



Part of GAME PACK #1

BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!

ORDER FORMS ON PAGE 17



Oink!

Pork out with Oink!—an exciting and nerve-racking dice game with unpredictable results. The tame will never win... well, not USUALLY! Sound effects, dice graphics, player names and two-key operation make this one of our most popular games!



Part of GAME PACK #3
BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!

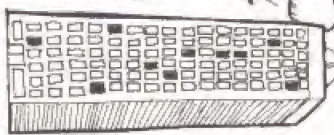
INSTANT (?) HEX CONVERTER

We considered printing a sample run of this program in the Tip Book, but when it turned out to be 364 PAGES (928 feet!) long, we backed out!

```

11 LIST
10 REM
=====
ALL-HEX CONVERTER
=====
20 N = 16: S = N ^ 2: C = N ^ 3
30 HOME : FOR X = 0 TO 65535
40 A% = X / C
50 B% = (X - A% * C) / S
60 C% = (X - A% * C - B% * S) / N
70 D% = X - INT (X / N) * N
80 A% = A% + 176 + 7 * (A% > 9)
90 B% = B% + 176 + 7 * (B% > 9)
100 C% = C% + 176 + 7 * (C% > 9)
110 D% = D% + 176 + 7 * (D% > 9)
120 T = T + 13: IF T = 13 OR T > 27 THEN
    PRINT : T = 1
130 HTAB T + (X < 10000) + (X < 1000) +
    (X < 100) + (X < 10)
140 PRINT X; "="; CHR$ (A%); CHR$ (B%);
    CHR$ (C%); CHR$ (D%);
150 NEXT

```



SAMPLE RUN

>LIST

```

5 REM
=====
INTEGER->APPLESOFT CONVERTER
=====
6 REM
    by Bert Kersey
    CREATES A TEXT FILE FOR
    EXEC-ING I.B. INTO A.S. !
=====
7 REM  YOU MUST CORRECT APPLESOFT SYNTAX
    WHEN FINISHED. (See page 2, Tip Book #1)
10 DIM FILE$(40)
15 QUOTE=130: COLOR=2
20 D$="": REM (CTRL-D)
25 PRINT D$:"NOMON C,1,0"
30 TEXT : CALL -936
35 PRINT D$:"CATALOG": PRINT
40 GOSUB 135: PRINT : PRINT "INTEGER->APPL
    ESOF CONVERTER": GOSUB 135: PRINT
    : PRINT
45 INPUT "NAME OF INT PROGRAM: ", FILE$
50 IF LEN(FILE$)=0 THEN 35
55 GOSUB 1055
75 PRINT : PRINT "LOAD "FILE$
80 IF LEN(FILE$)<4 THEN FILE$(
    )+1)="XX"
85 FILE$=FILE$(1,4):FILE$(LEN(FILE$
    )+1)="FILE.AS"
90 PRINT : PRINT "32766 PRINT D$:"":
    GOSUB QUOTE: PRINT "OPEN "FILE$(
    1,4):FILE.AS":": GOSUB QUOTE
95 PRINT "PRINTD$:"": GOSUB QUOTE
    "WRITE "FILE$:"": GOSUB QUOTE
100 PRINT "CALL -936: POKE33,127: LIST 0,
    32765: PRINT D$:"": GOSUB QUOTE: PRINT
    "CLOSE":": GOSUB QUOTE: PRINT : REM
    SPACE AS SHOWN:
105 PRINT : PRINT "32767 TEXT:CALL-936: PRI
    NT: PRINT":": GOSUB QUOTE: PRINT "FP:"
110 PRINT "PRINT: PRINT":": GOSUB QUOTE:
    PRINT "EXEC "FILE$:"": GOSUB
    QUOTE
115 PRINT "VTAB 1:END"
120 PRINT : PRINT "GOTO 32766"
125 TEXT : VTAB 5: END
130 PLOT PEEK (36),2* PEEK (37): RETURN
    : REM CONVERTS APOSTROPHES TO QUOTE MA
    RKS!
135 PRINT "": RETURN
1055 POKE 32,1: POKE 33,39: TAB 2: GOSUB
    135
1060 PRINT "USE THE -> KEY & THE REPT KEY TO
    TRACE OVER COMMANDS.":": GOSUB QUOTE:
    PRINT "RETURN":": GOSUB QUOTE: PRINT
    "AFTER EACH."
1065 POKE 50,63: VTAB 2: TAB 9: PRINT "->"
    : VTAB 4
1070 GOSUB 135: PRINT : RETURN

```




TWO-LINERS!

Here are some of the WINNING ENTRIES in Uncle Louie's semi-perpetual Two-Liner Contest. Give them a try!

3LIST (APPLESOFT PROGRAMS)

```
0 REM JERRY KRAMER-- PHILADELPHIA, PA
1 HOME : HGR : HCOLOR=3: FOR A=80 TO 0 STEP
  -8:B=80-A: FOR C=0 TO 6.3 STEP
    -1: IF D=0 THEN HPLLOT A * COS (C) +
      140,B * SIN (C) + 80:D=1
  + 80: NEXT :D=0: NEXT : VTAB 24
2 HPLLOT TO A * SIN (C) + 80:D=1
+ 80: NEXT :D=0: NEXT : VTAB 24

0 REM JERRY KRAMER AGAIN
1 HOME : HGR : HCOLOR=3: DIM X(21),Y(21): FOR
  T=2 TO 21:X(T)=78 * SIN (.314 * T)
  + 140:Y(T)=78 * COS (.314 * T) + 80
2 NEXT : FOR T=2 TO 21: FOR Q=1 TO 21: HPLLOT
  X(T),Y(T) TO X(Q),Y(Q): NEXT: NEXT: VTAB 24
```

```
0 REM BRUCE JOHNSON-- REARDAN, WA
1 READ A,B: POKE A,B: DATA 770,173,771,48,7
  72,192,773,136,774,208,775,5,776,206,77
  7,1,778,3,779,240,780,9,781,202,782,208
  ,783,245,784,174,785,0,786,3,787,76,788
  ,2,789,3,790,96:N=N+1: IF N<21
  THEN 1
2 HTAB 81: INPUT "FREQUENCY (1 TO 255) ":F:
  INPUT "DURATION (1 TO 255) ":D: POKE 7
  68,F: POKE 769,D: CALL 770: PRINT : PRINT
  "ANOTHER TONE (Y/N)?: GET X$: IF X$ =
  "Y" THEN 2
```

```
0 REM G.BELL-- SAN DIEGO, CA
1 HOME : HGR : POKE -16304,0: POKE -163
  02,0: POKE -16297,0:X=2:Y=2:XR=
  X+2:XL=X-2:YT=Y-2:YB=Y+2:
  HCOLOR=3
2 F=F+1:XL=XL+F/9: HPLLOT XR,YT TO
  XL,YT:YB=YB+2: HPLLOT XL,YT TO XL,YB
  :XR=XR+2: HPLLOT XL,YB TO XR,YB:YT=
  YT+F/20: HPLLOT XR,YB TO XR,YT: GOTO 2

0 REM DENNIS MARTINEZ-- ALBUQUERQUE, NM
1 HGR2 :E=INT (191 * RND (1)):D=INT
  (279 * RND (1)):C=INT (3 * RND (1))
  + 2: FOR B=0 TO 191 STEP C: HCOLOR=
  INT (6 * RND (1)) + 1
2 FOR A=0 TO 270 STEP C: HPLLOT D,E TO A,B
  : NEXT : NEXT : CALL 62454: FOR T=1 TO
  100:Z=PEEK (-16336): NEXT : GOTO 1
```

```
0 REM R.F.MODULATOR-- SAN DIEGO, CA
1 POKE -16304,0: POKE -16302,0: POKE -
  16297,0:X=140:Y=95:XR=X:XL=X:YT
  =Y:YB=Y: HCOLOR=3: ONERR GOTO 1
2 C=C+1: HCOLOR=C-INT (C/6) * 6:XL
  =XL-3: HPLLOT XR,YT TO XL,YT:YB=YB
  + 2: HPLLOT XL,YT TO XL,YB:XR=XR+3:
  HPLLOT XL,YB TO XR,YT:YT=YT-2: HPLLOT
  XR,YB TO XR,YT: GOTO 2
```

>LIST (INTEGER PROGRAMS)

```
0 REM CHRIS VOLPE-- TRUMBULL, CT
1 CALL -936: CALL -12288:X0=Y0=COLR:P=-11506
  :D=32767: FOR I=0 TO D:COLR=127:X=A:Y=
  B:A=RND (279):B=RND (191):X0=X:Y0=Y:
  CALL P
2 X0=A:Y0=B: CALL P+6:COLR=0:X0=X:Y0=Y: CALL
  P:X0=A:Y0=B: CALL P+6: POKE -16336, PEEK
  (-16336): POKE -16336, PEEK (-16336): NEXT
  I
32767 REM NEEDS PROGRAMMER'S AID #1
```

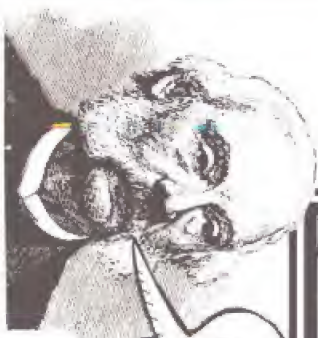
```
0 REM CHRIS VOLPE AGAIN
1 FOR I=0 TO 255:A=PEEK (76)+(PEEK (77)
  )-(PEEK (77)>127)*256-2: POKE A,
  I: PRINT "HIT ANY KEY TO SEE LINE 2->"
  : CALL -756: LIST 2: NEXT I: END
2 PRINT
```

```
0 REM BRUCE JOHNSON AGAIN
1 GR :X=X+1:Y=39-X: EOLOR=0: HLIN 0,39 AT
  20: COLOR=RND (16)+1: PLOT X,20: PLOT
  Y,20:B=39: IF X=20 THEN 2: GOTO 1
2 COLOR=RND (16): HLIN A,B AT X: VLIN A,
  B AT Y:A=RND (40):B=RND (40):X=X+RND
  (40):Y=Y+RND (40):C=A: IF A>B THEN A=B AND
  B=C: GOTO 2
```

MORE-THAN-TWO LINER

```
3LIST
0 REM REED RIGHTEAD-- SAN DIEGO, CA
1 HOME : HGR : ONERR GOTO 2
2 F=0:C=C+1: POKE -16304,0: POKE -
  16302,0: POKE -16297,0:X=0:Y=0:XR=
  X:XL=X:YT=Y:YB=Y: HCOLOR=3: IF
  C>6 OR C=4 THEN C=1
3 F=F+1: HCOLOR=C:XL=XL+F/11.5+
  2: HPLLOT XR,YT TO XL,YT:YB=YB+4: HPLLOT
  XL,YT TO XL,YB:XR=XR+F/7.5+2: HPLLOT
  XL,YB TO XR,YB:YT=YT-F/11.5+3: HPLLOT
  XR,YB TO XR,YT: GOTO 3
```


Beagle Bros MICRO SOFTWARE



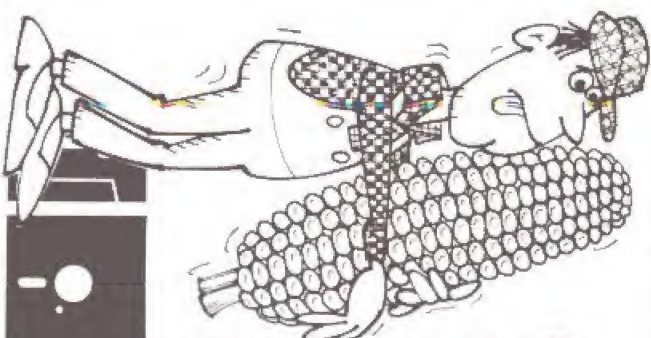
"Ninth Floor--
Ladies Wear, Appliances,
Light Bulbs, Door Knobs,
Modems, Eproms..."

Elevators!

You'll need a computer to conquer this one! Four elevators in a 12-story color graphics building. The object is to see how quickly and efficiently you can get rush-hour passengers to the first floor. A real-time keyboard challenge for one or two players!



Part of GAME PACK #2
BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!



Corn Game

A great kids' guessing game that sneaks in a little math practice without them knowing it! With full-color graphics of farm animals, the object is to guess how many ears of corn each animal will eat. Probability comes into play as it becomes evident who the big corn-eater is.

Part of GAME PACK #4
BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!
ORDER FORMS ON PAGE 17



LIST

```

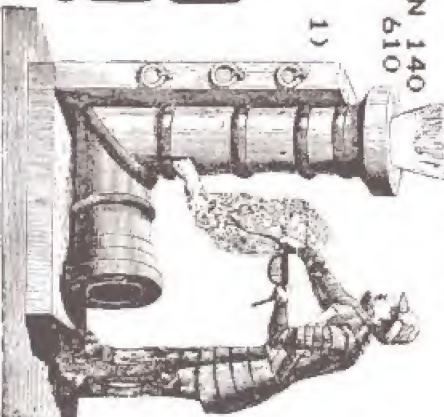
20 (GOSUB 32000: HOME": INVERSE
40 $WEAR$ = " 3#&1
50 Q? = - 16384: BUZZ = Q + 48: BEEP$ = CHR$
    (7)
70 (GR
80 \VTAB 23: HTAB 1: PRINT ":SAUCERS:";: HTAB
    11: PRINT "":SHOTS:;: HTAB 21: PRINT
    "":HITS:;: HTAB 31: PRINT ":PERCE
    NT:"
85 \VTAB 24: HTAB 1: PRINT "::::::::::": HTAB
    11: PRINT "::::::::::": HTAB 21: PRINT
    "::::::::::": HTAB 31: PRINT ":::::00%
    :":
88 (GOSUB 370: SLUGHT = 35: XFALL = 1: YY =
    0: HRZ = 0: SCRCLR = INT ( RND (1) ) *
    14) + 1: GOSUB 800
90 \VTAB 21: HTAB 1
95 FPRINT " SPACE TO FIRE?
    ANY KEY TO STOP BULLET "
97 (GOSUB 800
100 REM === GUN ===
110 (GUNCLR = INT ( RND (1) ) * 14) + 1: IF
    GUNCLR = SCRCLR THEN 110
115 COLOR= GUNCLR: HLIN 22,26 AT 39: HLIN
    23,25 AT 38: VLIN 36,37 AT 24
120 KK = PEEK (Q): IF K < > 160 THEN 220

130 IIF SLUGHT < > 35 THEN 140
132 SHOT = SHOT + 1: GOSUB 610
135 GOSUB 670
140 CCOLOR= 15
150 IIF SCRN( 24,SLUGHT - 1)
    == 0 THEN 200
    
```

(continued next page)

Apple II Applestyle!

The Poor Person's
Applesoft Saucer Shooter





```

151 REM === HIT! ===
152 PLOT 24, SLUGHT - 1:
161 COLOR= 0: PLOT 24, SLUGHT
162 COLOR= 9
163 PLOT 22, SLUGHT - 3: PLOT 23, SLUGHT -
164 PLOT 23, SLUGHT: PLOT 24, SLUGHT -
165 1: PLOT 25, SLUGHT: PLOT 27, SLUGHT -
166 2: VLIN SLUGHT - 3, SLUGHT - 2 AT 25
167 FOR I = 1 TO 9: GOSUB 620: NEXT: KIL
168 L = 1
169 COLOR= 0: FOR I = 22 TO 27: VLIN SLU
170 GHT - 3, SLUGHT AT I: NEXT
180 HIT = HIT + 1: GOSUB 670
190 VY = 1: XFALL = 0
195 POKE 0 + 16, 0: GOSUB 240
200 PLOT 24, SLUGHT - 1: COLOR= 0: PLOT 2
201 4, SLUGHT
210 SLUGHT = SLUGHT - 1: IF SLUGHT > YFAL
211 L - 3 THEN 220
212 COLOR= 0: VLIN 0, 35 AT 24: SLUGHT = 3
220 5: POKE 0 + 16, 0
221 GOTO 120
222 REM === SAUCER ===
223 COLOR= SCRCLE
224 HLIN HRZ + 2, HRZ + 3 AT YFALL: HLIN
225 HRZ + 1, HRZ + 4 AT YFALL + 1
226 COLOR= 0
227 PLOT HRZ + 1, YFALL: PLOT HRZ, YFALL + 1
228 IF KILL THEN PLOT HRZ + 4, YFALL: HLIN
229 HRZ, HRZ + 5 AT YFALL - 1: HLIN HRZ, H
230 RZ + 5 AT YFALL - 2
231 IF VY = 0 THEN 310
232 N = 41 - YFALL: GOSUB 900
233 XFALL = XFALL + INT ( RND (1) * 3) -
234 1: IF HRZ + XFALL < 19 THEN XFALL = 1
235 IF HRZ + XFALL > 25 THEN XFALL = - 1
236 HRZ = HRZ + XFALL: YFALL = YFALL + VY:
237 IF HRZ > 35 THEN 340
238 IF YFALL > 38 THEN GOSUB 390
239 RETURN
240 HLIN 36, 39 AT YFALL + 1: HLIN 37, 38 AT
241 YFALL
242 GOSUB 800: SCRCLE = INT ( RND (1) *
243 14) + 1: IF SCRCLE = GUNCLR THEN 360
244 SAUCER = SAUCER + 1: GOSUB 670
245 HRZ = 0: RETURN
246 REM === EXPLOSION ===
247 VTAB 21: HTAB HRZ: PRINT SWEAR$: KILL = 0
248 COLOR= 15
249 PLOT HRZ, 37: PLOT HRZ + 1, 38: VLIN 3
250 5, 37 AT HRZ + 2: PLOT HRZ + 2, 39: VLIN
251 38, 39 AT HRZ + 3: VLIN 36, 37 AT HRZ +
252 4: PLOT HRZ + 5, 37
253 POP: PRINT BEEP$: BEEP$: BEEP$: BEEP$:
254 425
255 COLOR= SCRCLE
256 FOR I = 39 TO 6 STEP - 2
257 HLIN 19, 29 AT I - 1
258 HLIN 19, 29 AT I: GOSUB 640
259 460

```

```

470 NEXT
480 HLIN 29, 33 AT 2: HLIN 20, 23 AT 3: HLIN
481 28, 34 AT 3: HLIN 18, 24 AT 4: HLIN 27
482 35 AT 4: HLIN 17, 35 AT 5: HLIN 16, 3
483 5 AT 6: HLIN 15, 35 AT 7
484 HLIN 16, 36 AT 8: HLIN 13, 37 AT 9: HLIN
485 12, 38 AT 10: HLIN 11, 38 AT 11: HLIN
486 11, 38 AT 12: HLIN 10, 38 AT 13: HLIN
487 10, 38 AT 14: HLIN 10, 37 AT 15
488 HLIN 10, 37 AT 16: HLIN 10, 37 AT 17: HLIN
489 11, 14 AT 18: HLIN 16, 36 AT 18: HLIN
490 12, 13 AT 19: HLIN 16, 34 AT 19: HLIN
491 16, 34 AT 20: HLIN 17, 34 AT 21
492 HLIN 31, 33 AT 22
493 FOR I = 1 TO 22
494 IF I -
495 SCRCLE
496 INT ( I / 2) * 2 = 0 THEN COLOR=
497 IF I -
498 GUNCLR
499 INT ( I / 2) * 2 = 1 THEN COLOR=
500 FOR J = 1 TO 2 * I: NEXT
501 HRZ = INT ( RND (1) * 40): YFALL = INT
502 ( RND (1) * 20) + 20: GOSUB 640: PLOT
503 HRZ, YFALL: NEXT
504 COLOR= 0
505 FOR I = 0 TO 39: HLIN 0, 39 AT I: FOR
506 J = 1 TO 9: NEXT: NEXT: FOR J = 1 TO
507 22: NEXT
508 POP: GOTO 88
509 FOR I = 1 TO 500: NEXT
510 REM === NOISE ===
511 COLOR= 9: HLIN 23, 25 AT 35: HLIN 22,
512 23 AT 34: HLIN 25, 26 AT 34
513 FOR J = 1 TO 10: S = PEEK (BUZZ) - PEEK
514 (BUZZ) -
515 PEEK (BUZZ): NEXT
516 COLOR= 0: HLIN 23, 25 AT 35: HLIN 22,
517 26 AT 34: RETURN
518 FOR J = 1 TO 2
519 S = PEEK (BUZZ) - PEEK (BUZZ) - PEEK
520 (BUZZ) -
521 PEEK (BUZZ) - PEEK (BUZZ): NEXT
522 : RETURN
523 REM === SCOREBOARD ===
524 VTAB 24: HTAB 4: PRINT SAUCER$: HTAB
525 14: PRINT SHOT:
526 HTAB 24: PRINT HIT$: IF NOT HIT THEN
527 RETURN
528 HTAB 34: PRINT INT ((100 * HIT) / S
529 AUCCER): "%: "
530 RETURN
531 VYFALL = Y1: Y1 = INT ( RND (1) * 25) +
532 3: RETURN
533 POKE 0, 100 - (3 * N): POKE 1, 5
534 CALL 771
535 RETURN
536 FOR I = 771 TO 789: READ A: POKE I
537 A: NEXT: RETURN
538 DATA 173, 48, 192, 136, 208, 4, 198, 1, 2
539 40, 8, 202, 208, 246, 166, 0, 76, 3, 3, 96

```



```

LIST
100 REM
=====
RANDOM DOT PLOTTER
(INTEGER BASIC)
=====

```

```

105 REM CONVERT THIS TO APPLESDOT &
    REVEAL SOME BAD BUGS:
110 GR : CALL -936: COLOR=9
120 VTAB 21: FOR X=1 TO 120: PRINT "- "
    :: NEXT X
130 VTAB 22: TAB 1: CALL -868: PRINT "ATTEM
    PTS:": TAB 17: PRINT "HITS:"
140 HRZ= RND (40):VRT= RND (40):TRY=TRY+
    1: VTAB 22: TAB 10: PRINT TRY:
170 POKE 50,255: IF SCRN(HRZ,VRT)=0 THEN
    200
180 POKE 50,63: VTAB 22: TAB 29: PRINT
    "MISSES": COLOR=15: PLOT HRZ,VRT:
    FOR X=1 TO 33: NEXT X: COLOR=9: PLOT
    HRZ,VRT
190 MISS=MISS+1: POKE 50,255: TAB 29: PRINT
    "MISSES": MISS: GOTO 140
200 COLOR=9: PLOT HRZ,VRT
210 VTAB 22: TAB 17: POKE 50,63: PRINT
    "HITS":
220 POKE 50,255:HIT=HIT+1: TAB 22: PRINT
    HIT: TAB 37: IF HIT MOD 100=0 THEN
    PRINT "": REM (CTRL-6)
230 POKE 50,255: FOR X=1 TO 3: BUZZ= PEEK
    (-16336): NEXT X: VTAB 22: TAB 17:
    PRINT "HITS:"
240 IF HIT<1600 THEN 140
250 VTAB 23: END

```

INTEGER ADVANTAGE

One of the gigantic advantages of Integer BASIC is the ability to use variables as line numbers, a great self-documentation feature. For example, if you have a card-shuffling routine at line 2416, you can **LET SHUFFLE = 2416**. Then every time you want to shuffle, simply **GOSUB SHUFFLE**. Try that in Applesoft, and the computer goes, "huh?"

UNSTABLE LABELS

We suspect that most disks are made of Teflon just to keep labels and write-protect tabs from sticking. We've had better luck with certain "permanent" pressure sensitive labels (not "removable"). Visit your stationery store.

CTRL-EQUIVALENTS

Hitting ctrl-M is the same as hitting return. Ctrl-H is a backspace. Ctrl-J is a forward space. Ctrl-I is escape. Ctrl-J moves the cursor down one line. Just thought we'd mention it.

AND MORE ...

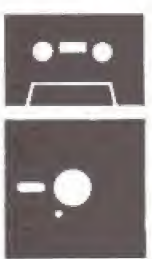
```

LIST
1 REM
=====
ZZVZX ROAD
=====
2 HOME : HGR
3 F = 0: C = C + 1: POKE - 16304, 0: POKE -
    16302, 0: POKE - 16297, 0: X = 140: Y =
    20: XR = X: XL = X: YT = Y: YB = Y: HCOLOR=
    3: ONERR GOTO 3: IF C > 6 THEN C = 1
4 F = F + 1: HCOLOR= C: XL = XL - 2: HPLOT
    XR, YT TO XL, YT: YB = YB + 2: HPLOT XL, YT
    YT TO XL, YB: XR = XR + 2: HPLOT XL, YB TO
    XR, YB: YT = YT - F / 11.5 + 3: HPLOT X
    R, YB TO XR, YT: GOTO 4

```

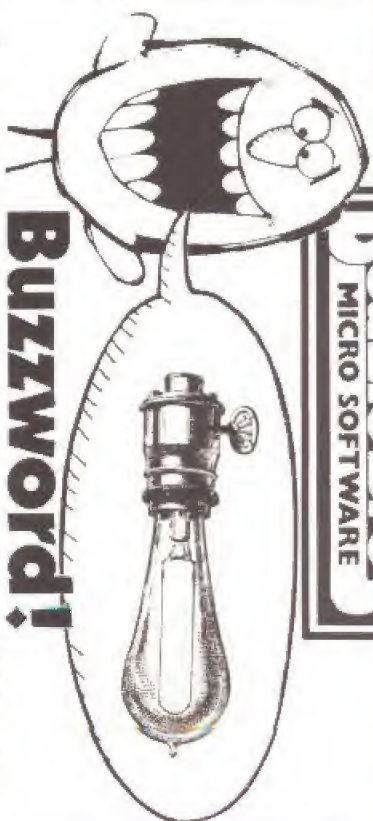


A thinker's game—easy to play but hard-as-heck to win! Two players are given thirteen numbers each to distribute on the Triple Digits screen layout. Scoring can be done in four ways, and your Apple keeps track and posts all possibilities. Plan-ahead strategy, both for scoring and blocking, is the key to winning at Triple Digits. All skill levels enjoy this one.



Part of GAME PACK #4
 BEAGLE BROS. COMMAND CHART
 INCLUDED WITH EACH ORDER!
 ORDER FORMS ON PAGE 17

Beagle Bros MICRO SOFTWARE



Buzzword!

A real laugher! Actually two games—The Apple types a story and you trigger the missing "Buzzwords", a different one for each key. OR you type a story and the Apple supplies the Buzzwords. Four stories in memory with endless possibilities, and a "create your own" program too.



Part of GAME PACK #4

BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!!



Quick-Draw!

Two players control two full-color gunmen on the screen. Flashing code symbols tell you when to "shoot." But don't draw at the wrong time—your gun won't fire, and you're in for a surprise. Rated NV (Non-Violent) by the Beagle Bros. staff. Try it anyway!

Part of GAME PACK #2

BEAGLE BROS. COMMAND CHART
INCLUDED WITH EACH ORDER!



ORDER FORMS ON PAGE 17



KEY-CAT ENHANCEMENT

The Dos Boss disk (see page 7) contains a nice preprogram called Key-Cat that allows ONE KEYSTROKE PROGRAM SELECTION and shows free space left on your disks. Used as your boot program, it makes a great turnkey system with an easy-to-turn key! Upon booting, your disk's file names are presented (without the sometimes confusing sector & file codes) with an inverse letter next to each. Simply pressing the appropriate key runs, runs or execs the program you want.

Ron Maleika of Cheyenne, Wyoming, wrote and asked if it was possible to leave the normal sector and file code info on the screen. Our answer: Sure, just load Key-Cat and add these lines:

```
20 COL = 1: REM (LETTER-COLUMN;
CAN BE 1, 3, 4 OR 7)

960 HTAB COL: INVERSE : PRINT N$
: NORMAL : IF N$ < > " " THEN
HTAB 38: PRINT "..."

1110 VTAB VSEL: HTAB 1: PRINT SPC(
37): HTAB COL: INVERSE : PRINT
SPC( 8 - COL): "SELECT:";

1120 POKE - 16368, 0: GET A$: VTAB
VSEL: HTAB 15: INVERSE : PRINT
A$; " ": TSC = SCRN( 14, 2 *
VSEL - 2): BSC = SCRN( 14, 2 *
VSEL - 1): NORMAL

1260 FOR I = 0 TO 46 STEP 2: IF
( SCRN( COL - 1, 1) = TSC AND
SCRN( COL - 1, 1 + 1) = BSC)
THEN 1360

1360 SCT = SCRN( 1, 1): IF SCT =
1 OR SCT = 9 THEN T$ = RU$

1410 IF SCT = 2 THEN T$ = BR$

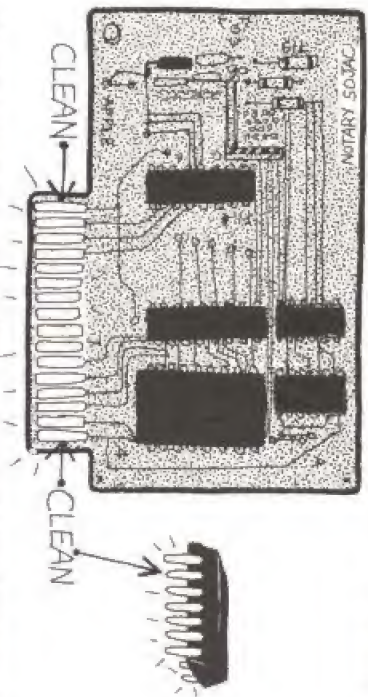
1460 IF SCT = 4 THEN T$ = EX$
```


CLEAN YOUR HEAD!

If you buy the disk drive head-cleaning kit that we bought, you'll notice that they forget to tell you WHERE the head is (top or bottom) on the Apple. It's on the BOTTOM. Don't get cleaning fluid on your pressure pad; it's on the TOP.

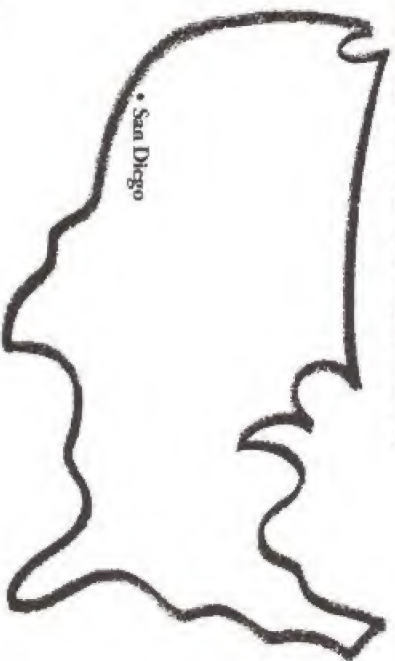
AND FLOSS YOUR DOS!

Certain unexplainable, unpredictable and completely maddening memory losses and other errors can be caused by an accumulation of Gunk (technically, "Crud") on the little feet of your ROM chips and the metal "teeth" of your various cards. You can clean these metal surfaces with a



non-abrasive pencil eraser and/or a cotton swab and denatured alcohol. BUT BE CAREFUL! First, turn off your computer (leave it plugged in). Ground yourself by touching the metal power supply box inside your Apple. Pull the chips with a chip-puller (ask your dealer for one; tell him you just want to borrow it to show to your wife). Carefully and GENTLY clean things one at a time so you don't get them mixed up. Get rid of all eraser dust, finger prints and cat hairs. Carefully insert everything exactly the way you found it.

BEAGLE BROS. LOCATIONS



• San Diego

ASCII Values for Applesoft & Integer BASIC

	AS	INT		AS	INT		AS	INT
AS	0	128	SP	32	160	A	64	192
CA	1	129	!	33	161	B	65	193
CB	2	130	"	34	162	C	66	194
CC	3	131	#	35	163	D	67	195
CD	4	132	%	36	164	E	68	196
CE	5	133	&	37	165	F	69	197
CF	6	134	'	38	166	G	70	198
CG	7	135	(39	167	H	71	199
CH	8	136)	40	168	I	72	200
CI	9	137	*	41	169	J	73	201
CJ	10	138	+	42	170	K	74	202
CK	11	139	,	43	171	L	75	203
CL	12	140	-	44	172	M	76	204
CM	13	141	.	45	173	N	77	205
CN	14	142	/	46	174	O	78	206
CO	15	143	0	47	175	P	79	207
CP	16	144	1	48	176	Q	80	208
CQ	17	145	2	49	177	R	81	209
CR	18	146	3	50	178	S	82	210
CS	19	147	4	51	179	T	83	211
CT	20	148	5	52	180	U	84	212
CU	21	149	6	53	181	V	85	213
CV	22	150	7	54	182	W	86	214
CW	23	151	8	55	183	X	87	215
CX	24	152	9	56	184	Y	88	216
CY	25	153	:	57	185	Z	89	217
CZ	26	154	;	58	186	[90	218
CA	27	155	<	59	187	\	91	219
CB	28	156	=	60	188]	92	220
CC	29	157	>	61	189	{	93	221
CD	30	158	?	62	190		94	222
CE	31	159		63	191	~	95	223

C = ctrl



Beagle Bros
INDOOR SPORTS